

# THE SLASHER

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## OPPONENT

*Living O.B.M.*

⊕ ⊕ ⊕ or ⚠ 250 (100 + 50 for “Deathly Visage” + 100 for “Survivor Bane”)

Size: 1

👊 **Strength:** 45  
 👁 **Perception:** 30  
 ❤ **Empathy:** 5  
 🧠 **Willpower:** 40

### Vitality

Health Points: (5)  
 Damage Threshold: 🩸 8

### Skill Check(s)

{Melee Attack-Bludgeoning 60%, Melee Attack-Piercing 70%, Melee Attack-Slashing 80%, Grapple 75%, Diplomacy-Intimidate 85%}

### Special

*Dangerous* - Add [🔴] to the Dice Pool for any Attack {SC%} made

*Relentless* - Fleeing an Encounter with ‘The Slasher’ will allow a Gamemaster to make an {Encounter%} immediately without paying any ⚠ to do so. Success will prevent the survivors from fleeing, though they may change the effective Location of the Encounter to a neighboring one, and characters need to make a {Composure%} Save Throw or will lose 😊 1

*Hunting Grounds* - ‘The Slasher’ is highly territorial and has staked claim to a particular moderately sized hunting grounds such as a particular street, camp ground, neck of the woods, etc. Inside the territory the deployment cost is reduced by ⊕ per OL to a minimum of ⊕. When lured outside of their territory ‘The Slasher’ will become agitated and distracted, suffering [🟩] to all {SC%} made

## Background

**B**efore the fall of society, the man behind the mask now known simply as ‘The Slasher’ could have been any number of people. Either due to prolonged psychological trauma, a natural proclivity to murder, or some other reason he has now become the personification of one of our most fundamental modern fears. A man who knows no remorse and cannot be reasoned with, a soulless killing machine fueled by the misery and suffering of his victims. Taking up a deathly visage and implement of death, he stakes claim to a territory in which he stalks and slaughters his unsuspecting prey. The undead simply cannot sate his bloodlust, and woe to any who mistakenly find their way onto his hunting grounds.

### Triggered Effect(s)

Slash - ⊕ - [🔴] Sl] Accuracy

Coup de Grace - ⊕ ⊕ ⊕ [🟩] D - [🔴] Sl, Mortal] Add [🔴] to the Dice Pool per Defense the Target once had

Impale - ⊕ ⊕ ⊕ ⊕ [🟩] D - This option is a special selection for the “Survivor Bane” that requires ‘The Slasher’ to be within Grapple range. He uses his incredible strength to lift the character into the air and savagely impale them with the weapon like a skewer, instantly killing the target.

### “Survivor Bane” Weapon

⚠ 100

‘The Slasher’ is deployed with his signature weapon, and the signature abilities it grants as a “Survivor Bane” Weapon. Only ‘The Slasher’ can make use of the “Survivor Bane” Weapon variation, should characters loot the weapon from him once defeated they will receive the generic variation of the item.

*Implement of Death (High Quality Machete)*

CU: ●● ○○

Mx: 2x (Slashing), 1x (Piercing)

Durability: 3

Base Dice Pool: [🟩] [🔴] [🔴] [🔴] [Sl]

### "Deathly Visage" Mask

⚠️ 50

'The Slasher' is deployed with his signature mask, and the signature abilities it grants as a "Deathly Visage" Mask. Only 'The Slasher' can make use of the "Deathly Visage" Mask variation, should characters loot the item from him once defeated they will receive the generic variation of the item

*Ritualistic Terror Mask (Face Mask)*

CU: ●

Durability: 1

*Worn* - This item can be 'Worn' on the Face slot.

*Induce Terror* - This option is a special selection for the "Deathly Visage". The unsettling nature of the mask obscuring the face of 'The Slasher' with a vacant and emotionless visage is enough to put off the bravest of souls. This will add ■■ to any {**Composure%**} Save Throws related to 'The Slasher'

### Dramatic Entry

⚠️ 25

'The Slasher' will automatically pass any {**Breach%**} needed to be deployed in the Encounter. He crashes in like a murderous crazed madman, and the abrupt and psychotic nature of it all will cause characters to make a {**Composure%**} or become 'Panicked' from the sheer carnal horror of the scene

### Return

⚠️ 50

5 per OL - Once defeated 'The Slasher' will climb back up to his feet. Characters are able to 'Flee' without penalty, or they can stay and fight again if they can pass a {**Composure%**}. 'The Slasher' adds ■■■■ to his dice pool for the Round.

### Ignore Pain

⚠️ 5+

'The Slasher' demonstrates an almost unnatural level of toughness. Every ⚠️5 spent will grant Resilience (■) for this Encounter.